

FIG. 2

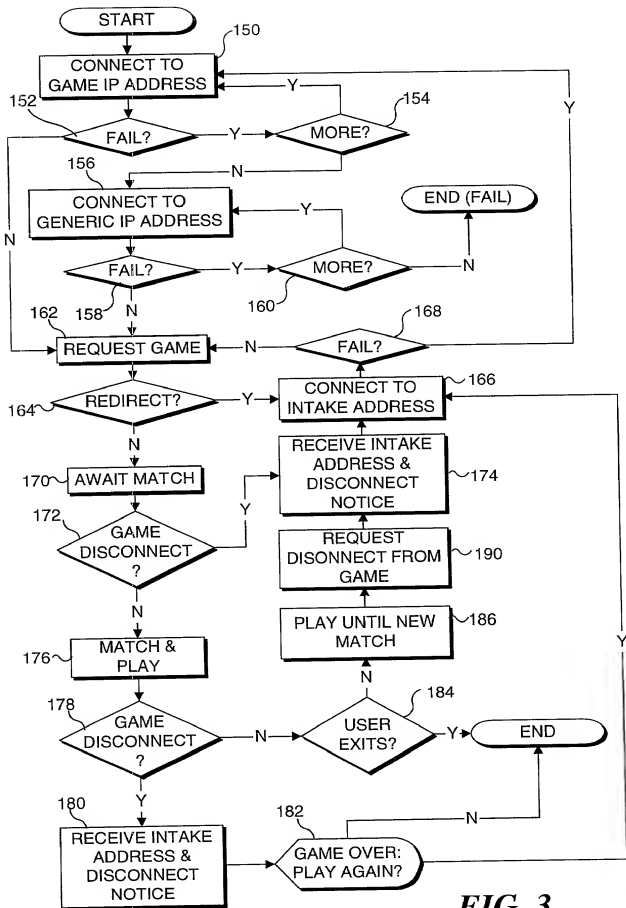


FIG. 3

```

graph TD
    200([START]) --> 202[ACCEPT CLIENT CONNECTION]
    202 --> 204{CLIENT DROPS?}
    204 -- Y --> END1([END])
    204 -- N --> 206[GET GAME INTAKE ADDRESS]
    206 --> 208{LOCAL?}
    208 -- N --> 210[SEND INTAKE ADDRESS TO CLIENT]
    210 --> 212[DISCONNECT CLIENT]
    212 --> END2([END])
    208 -- Y --> 214[CONNECT TO INTAKE]
    214 --> 216[PASS MESSAGES]
    216 --> 218{CLIENT DROPS?}
    218 -- Y --> END3([END])
    218 -- N --> 220{GAME DROPS?}
    220 -- Y --> 222[GET GAME INTAKE ADDRESS]
    222 --> 224[SEND GAME OVER NOTICE & INTAKE ADDRESS TO CLIENT]
    224 --> 226{LOCAL?}
    226 -- Y --> 204
    226 -- N --> 228{NEW GAME?}
    228 -- Y --> 204
    228 -- N --> 212
  
```

FIG. 4

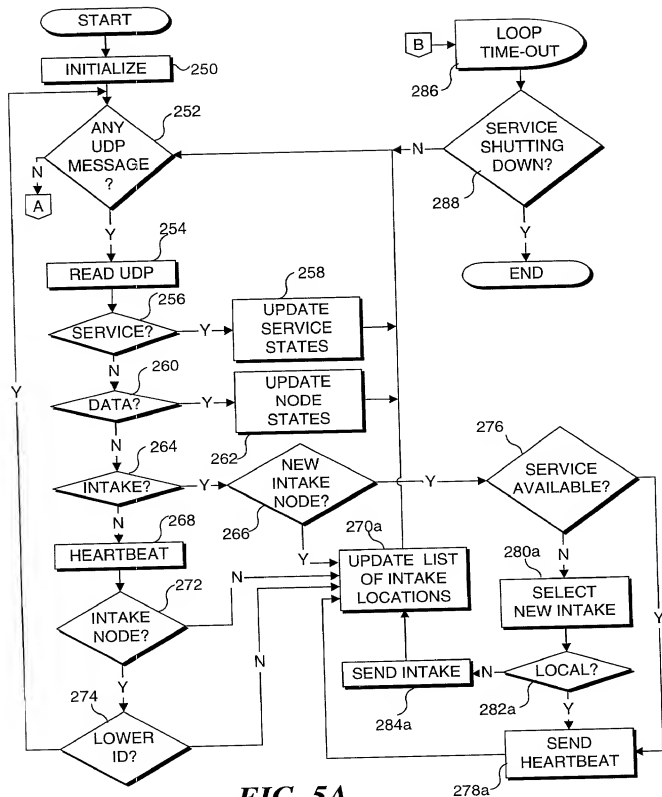


FIG. 5A

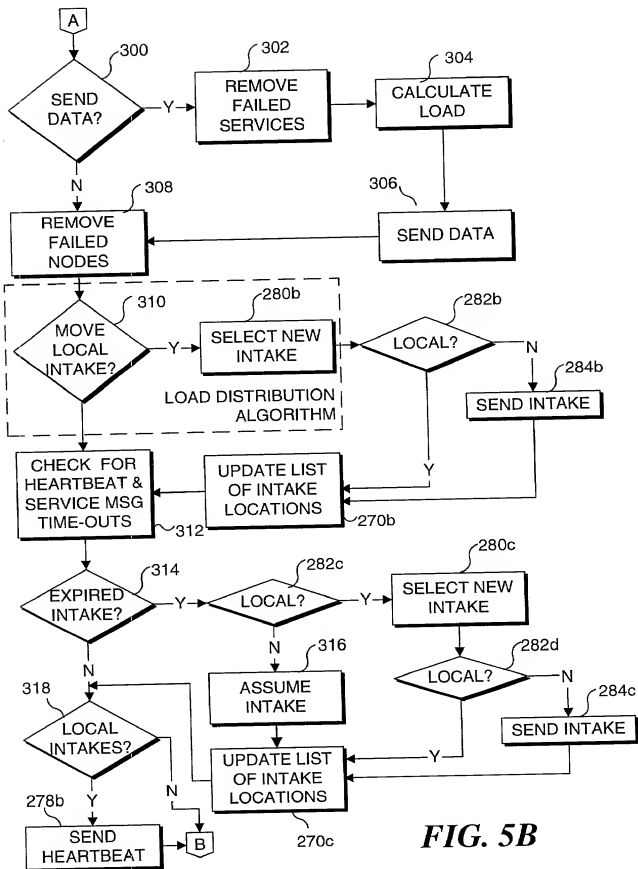


FIG. 5B